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A science-fantasy setting. Each player assumes the role of a Jammer, Agent, Cyborg or Kinetic in the ultimate celebrity pastime: adventuring

Bionics and psionics were one thing, but then came the emergence of superstar cyber-bards.

Losing a fight is an embarrassment but it's bad form to *kill* a rival Jammer or their team, even for shady syndicates and private military contractors: in the post-scarcity age Rep is currency and even D-list Jammers are swimming in it.

And they always want more...

Jammers strum their decks, transmitting metatunes that debilitate hostiles or infuse allies. Jammers are considered essential for a modern adventuring party and this inflates their egos.

Often the brains of the outfit, **Agents** rely on tactics and finesse and have few implants. These "mundanes" are routinely underestimated but are good all-rounders.

Cyborgs are frontliners: immensely fast, strong and resilient. The main benefactors (or victims) of a Jammer's talents.

Psi-amps must be specially tuned and are very prestigious: they can empower a mere telepath with **Kinetic** abilities, such as unleashing bolts of energy or maintaining barriers of force.